

MAGE KNIGHT

A MARTYR'S MISSION





"HE BELIEVED HE COULD BE THE MAGEPRINCE AND UNITE THE WORLD. I BELIEVED IT, TOO, AND FOUGHT BY HIS SIDE."



"HE ALLOWED HIMSELF TO BE DISTRACTED BY MUNDANE CONCERNS."



"HER NAME WAS DELACISSA. HE LISTENED TO HER. SHE LIED."



"SHE TOLD HIM THINGS THAT PLAYED TO HIS DREAMS. HE BELIEVED HER MORE THAN HE BELIEVED IN HIS DREAMS."



"SHE LIED, THEN SHE DIED, AND THE DREAMS SHE'D SPUN FOR HIM DIED WITH HER."



"OR THEY SHOULD HAVE, BUT HE DETERMINED THE DREAMS WOULD NOT."



HE DECIDED HIS PATH TO GLORY REQUIRED IKONA FOR NAVIGATION.

IKONA ARE NOT EASY TO GET.

THEY ARE, IF YOU DO NOT SCRUPLE IN THEIR GATHERING.



"HE DID NOT, NOR DID HIS AGENTS. ALL WERE BOUGHT WITH THE BLOOD OF INNOCENTS."



THEIR BLOOD IS ON YOUR HANDS, AURIJIA, AS YOUR INCONA WAS THE ONE I NEEDED.

BY MORE MAGIC HERE THAN I LIVE.

IT WON'T HELP YOU, NONE OF THEM WILL.



YOU'RE WRONG, AURIJIA. ALREADY THE POWER GATHERS. THE TIME HAS COME.



THE TIME HAS COME FOR YOUR MADNESS TO END.



NOT MADNESS, MY DESTINY, AURIJIA.



YOU LIVED FOR LIES.

SHE SAID YOU WOULD SAY THAT, JEALOUSY SO UNBECOMES YOU.



I THOUGHT OF YOU ONCE AS MY FRIEND!

AGHHH!

NOW YOU ARE JUST A TOOL...



A TOOL TO BRING MY BELOVED DELICISSA BACK TO ME AND WITH HER AT MY SIDE, WIN ME LEADERSHIP OF THE WORLD.

TO BE CONTINUED IN THE NEXT ISSUE OF **SCRYE**



Battle for the valley!

An official Mage Knight scenario



by James Mishler

As Aurijia relates in this issue, she and Inthataar were once allies. Inthataar was upon the path of the Mage Prince, and she fought by his side against common foes. This scenario recreates one of their battles against the forces of Setlan, a rogue Battle Mage of the Atlantis Guild, who was attempting to establish his own domain during the chaos following the assassination of the Prophet-Magus Karrudan by the Black Powder Rebels.

There are no unusual rules for this battle.

Battlefield Set-Up and Terrain

The forces met in the valley shadowed by the castle of Inthataar. The battlefield area is 3x3'. A



Paladin Prince

2" road passes from the south to the north, splitting the field in two. The entire 3" area out from the northern edge of the field is blocked by sheer cliffs, except for a 2" area to either side of the road. Forests dominate the eastern and western edges of the field. Two hills are in the center of the field, one to either side of the road. A small ruined tower tops the eastern hill, while the western hill is covered with trees. The defending forces of the Knights Immortal set up first, and may be deployed anywhere north of the southern edge of the hills. The Atlantis Guild forces are then deployed in standard formation, within 3" of the southern edge of the map, and no closer than 8" to the eastern and western edges.



Martyr on Light Warhorse

the Knights Immortal player eliminates or captures all the Atlantis Guild figures, she wins. If the Atlantis Guild player eliminates or captures all the Knights Immortal figures, he wins.

Victory Goals

Victory in the battle is determined by whoever holds the field at the end of the battle. If

Knights Immortal

(400 pts, 4 actions/turn)

- 3x R097 Noble Archer (Weak, 13 pts.)
- 2x R100 Royal Pikeman (Weak, 14 pts.)
- 1x R101 Royal Pikeman (Standard, 16 pts.)
- 1x R153 Paladin Prince (Inthataar - Unique, 71 pts.)
- 2x L064 Faith Healer (Weak, 16 pts.)
- 3x L109 Light Lancer on Light Warhorse (Weak, 28 pts.)
- 2x L115 Light Cavalier on Light Warhorse (Weak, 28 pts.)
- 1x L138 Martyr on Light Warhorse (Aurijia - Unique, 74 pts.)

Atlantis Guild

(398 pts, 4 actions/turn)

- 3x R001 Utem Crossbowman (Weak, 10 pts.)
- 2x R002 Utem Crossbowman (Standard, 11 pts.)
- 3x R004 Utem Guardsman (Weak, 11 pts.)
- 2x R005 Utem Guardsman (Standard, 13 pts.)
- 2x R008 Brass Golem (Standard, 21 pts.)
- 2x L001 Whirling Golem (Weak, 19 pts.)
- 1x L094 Soaring Crossbowman on Dragonfly Mount (Weak, 30 pts.)
- 1x L095 Soaring Crossbowman on Dragonfly Mount (Standard, 34 pts.)
- 1x L133 High Battle Mage on Scorpion Mount (Unique, 143 pts.)

